Super BOMBERMAN™

INSTRUCTION MANUAL

HUDSON GROUP
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SUPER NINTENDO®
ENTERTAINMENT SYSTEM

Super BOMBERMAN™

Thank you for adding the **Super Bomberman Party Pak**™ to your Super NES library of titles! We hope you enjoy hours of entertainment with this exciting action game.

We have also enclosed the **Super Multitap**™ accessory with your purchase. This accessory will enable you and several of your friends to play Super Bomberman at the same time. You can, however, enjoy playing Super Bomberman without using the Super Multitap. It will play either 1 or 2 player mode. In some instances, the Super Multitap adapter will not be compatible with all SNES controllers and joysticks.

We recommend that you read the manual carefully and follow its instructions and suggestions to fully enjoy this title.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Official Nintendo Seal of Quality®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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PROJECTION TELEVISION WARNING

Do Not Use With Front or Rear Projection TV

Do not use a front or rear projection television with your Nintendo Entertainment System®("NES"), your Super Nintendo Entertainment System®("Super NES"), or any NES™ or Super NES™ games. Your projection television screen may become permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES, Super NES, NES games; other fixed repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

EPILEPSY WARNING

Read before using your NES, Super NES or Game Boy system

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the NES, Super NES and Game Boy® systems. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion,and/or convulsions.

PATENT INFORMATION

Nintendo products are protected by some or all of the following United States and Canadian patents:

United States Patent Numbers:
4,799,635/4,865,321/4,824,106/4,918,434/4,801,489/4,949,298/4,984,193/
5,014,982/4,763,300/4,745,478/4,687,200/4,813,682/4,926,372/4,844,465/
5,070,479/D308,197/D294,020/D292,399/D312,081/D299,726

Canadian Patent Numbers:
1,221,761/1,226,605/1,230,670/1,231,781/1,243,127/1,244,933/1,261,481/
1,270,339/56,702/57,030/59,913/61,122/67,355/67,356/67,450/67,356

HARDWARE PRECAUTIONS/MAINTENENCE

1. Always turn the power switch of the Control Deck® off before loading or removing a Game Pak. Insert the Game Pak completely without forcing either the Game Pak or the Control Deck. Load ONLY Super NES Game Paks into the Super NES Control Deck. To remove a Game Pak, push the eject button and carefully remove the game.
2. Do not use any power plug other than the AC adapter provided with your Super NES. The AC adapter may become warm during use; this is normal and is no cause for concern.
3. Do not use any RF switch other than the one included with your Super NES.
4. Do not try to disassemble or try to repair the Super NES components. Doing so voids your warranty.
5. After you have finished playing, be sure to remove the Game Pak from the Control Deck.
6. Do not store the Control Deck in a humid place, on the floor or in any location where it may collect dirt, dust, lint, etc.
7. Do not drop, hit or otherwise abuse the Super NES components.
8. Do not leave the Control Deck turned on for extended periods when not in use.

HARDWARE PRECAUTIONS/MAINTENENCE

9. When disconnecting any plugs from the control deck, first turn the Control Deck off. Then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull or bend any wires or cables.
10. Do not expose the Control Deck, Game Paks or any other of the Super NES components to extreme heat or cold.
11. Do not spill liquids on the Control Deck, Game Paks or any other of the Super NES components. To clean, use a soft slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)
12. Do not rapidly turn the power switch on and off, as this may cause battery backed-up Game Paks to lose your stored game information.

GAME PAK PRECAUTIONS/MAINTENENCE

1. If you are playing for a long time, take 10 to15 minute breaks every hour.
2. The Game Pak is a high precision piece of electronics. Do not store in places that are very hot or cold. Do not hit, drop or otherwise abuse it. Do not take it apart.
3. Avoid touching the connectors with your fingers. Do not blow on them or allow them to get wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
4. Do not clean with benzene, paint thinner, alcohol or any other solvent.
5. Always store the Game Pak in its protective sleeve when not in use.
6. Always check the Game Pak edge connector for foreign material before inserting the Game Pak in the Control Deck. To prevent the edge connectors from becoming dirty, we recommend that you regularly use the Super NES Cleaning Kit™ only. Cleaning kits are available at all AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center locations and at most retailers.

FCC INFORMATION

Compliance with FCC Regulations

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product generates and uses radio frequency energy and, if not installed and used in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product complies with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a residential environment. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocate the Control Deck with respect to the receiver.
- Move the Control Deck away from the receiver.
- Plug the AC adapter from the Control Deck into a different outlet so the Control Deck and the receiver are on different circuits.

If necessary, the user should consult an AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your Super Bomberman Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. DO NOT touch the terminal connectors on our Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. DO NOT try to disassemble your Game Pak.

4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

BOMBASTIC BACKGROUND

Team up with a friend for 2-player action in the Normal Mode!

Bomberman lives in the peaceful town of Diamond City. Two of its most powerful citizens, Mr. Karat and Dr. Mukk, have joined forces to create the ultimate battle robot. They abduct Black Bomberman and adapt their imitation Bombermen after him. Barely escaping with his life, Black Bomberman makes it back to Diamond City to warn his fellow Bombermen.

White Bomberman joins him on his quest to stop Mr. Karat and Dr. Mukk from taking over Diamond City. These two warriors must overcome dozens of levels of monsters and robotic enemies by using their powers co-operatively (and avoiding each other's explosions).

Team up with 3 friends for 4-player action in the Battle Mode!

Sharpen your strategic and fighting skills in this non-stop bomb blasting mode! Using the Super Multitap™ accessory, you and your friends select the stage, number of wins and fighting style for your battles! Every stage adds a new twist to the Bomberman saga of run and shoot adventure!

GETTING STARTED

See the photograph below as to the correct installation of the Super Multitap with your Super NES and extra Controllers. Remember, the Super Multitap should always be plugged into port #2 of your Super NES. It will not work if it is plugged into port #1! After you have set up the Super Multitap accessory and Controllers, insert the Super Bomberman Game Pak into your Super NES and turn the power on. Use Controller #1 to make the game selections. This enables you to avoid any confusion in making the correct selections. At the title page you are offered three game settings: Normal Mode, Battle Mode and Password.

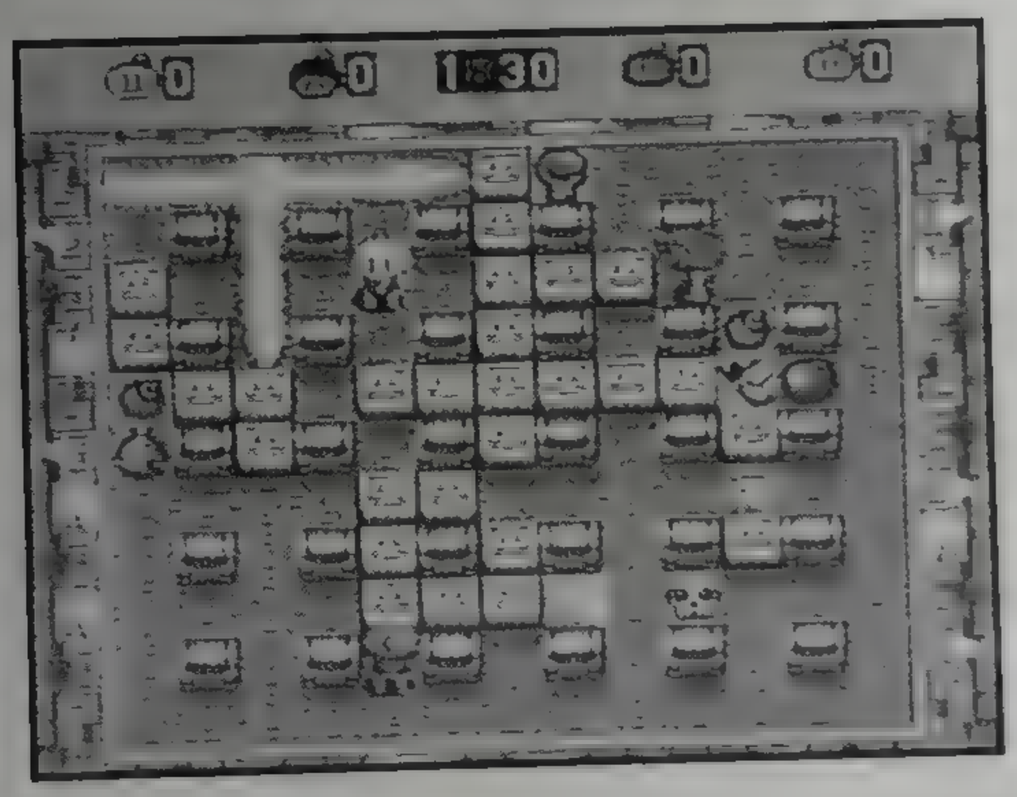
The switch on the front of the Super Multitap adapter must be in the 2P position for 1 or 2-player game. Slide the switch to the 3-5P position to use with 3 or more players. The maximum number of players that can play any game is dependent on the programming of the game itself.

GETTING STARTED cont.

Normal Mode - This is a 1- or 2-Player Adventure game! Travel through 48 stages of mad machines and hungry monsters. Avoid your fellow Bomberman's explosions as you use teamwork to defeat the enemies.

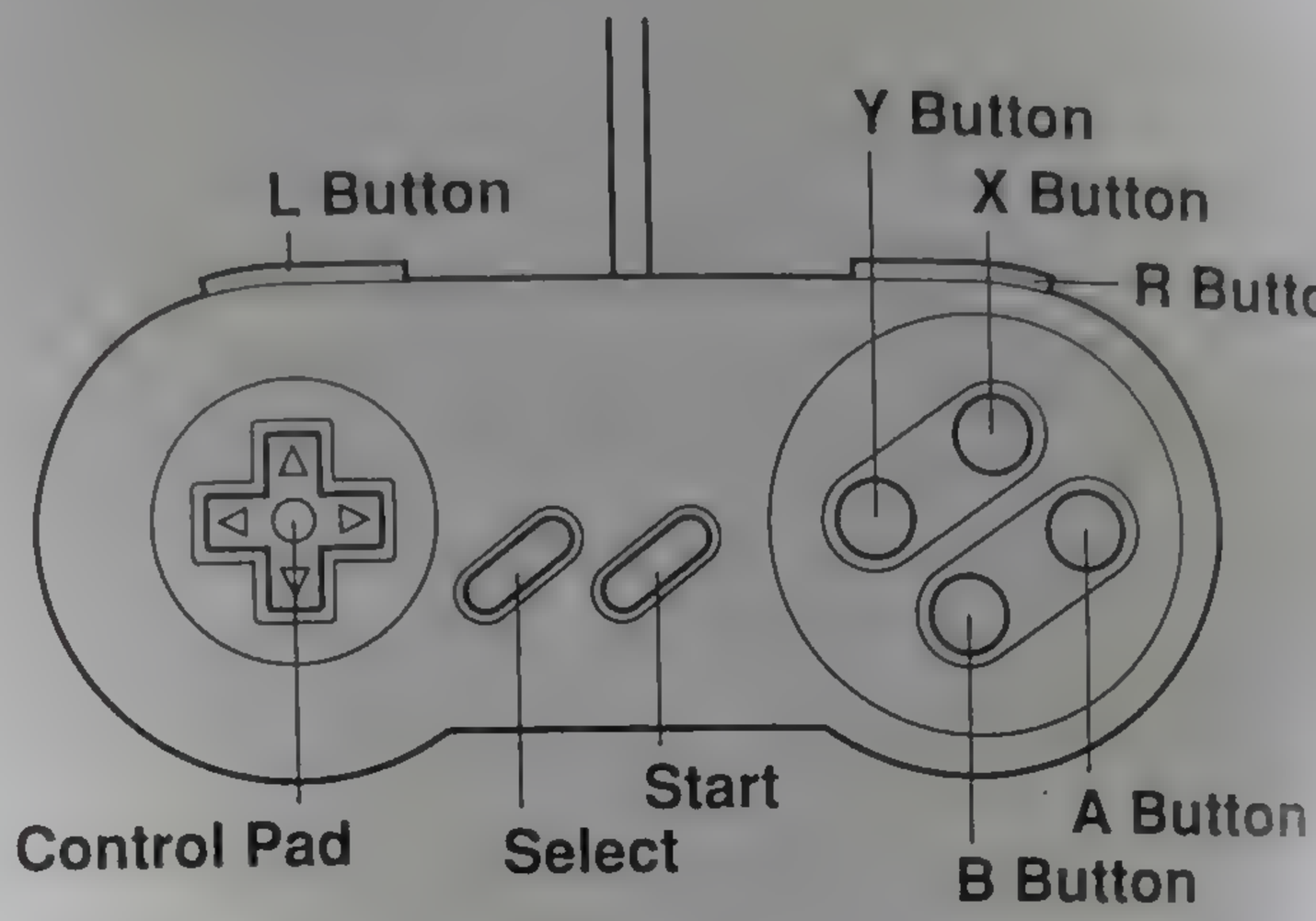
Password - Go to this mode if you have passwords from previous attempts in the Normal Mode. Enter the password in this mode to begin playing at the last level you have completed. There is a section in this manual where you can write down the passwords you earn. Press **Up** or **Down** on the Control Pad to change numbers and press the **A Button** to select them. If you enter a wrong password, you'll hear a buzz and the game defaults to the title screen.

Battle Mode - This is a 1- to 4-Player Action game! Play either against human or computer opponents in the ultimate game of explosive "tag". Select the number of wins for a match as well as which background to compete on. Remember, each background has different obstacles and patterns!



CONTROLLER FUNCTIONS

The following controls operate similarly in the Normal and Battle Modes:



A Button Drops bombs
B Button Detonates bombs (when you have detonator)
Y Button Punches bombs over the walls
X Button Stops bombs YOU have kicked down a hall

L Button Same as Y Button
R Button Same as X Button

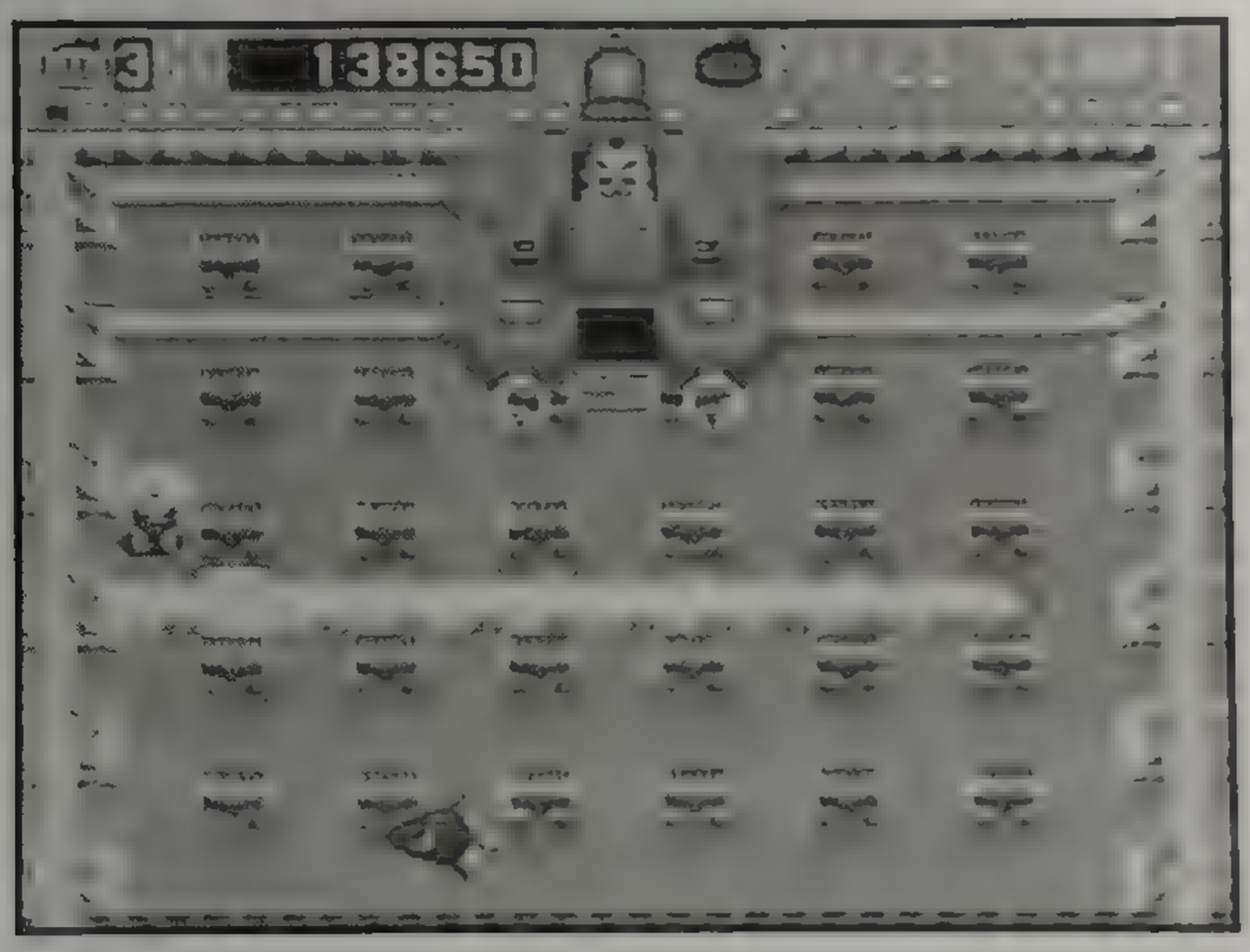
Start Pause, Unpause, Start Games

Control Pad Moves Bomberman up, down, left and right. If you have the Kick icon, use the Control Pad to kick the bomb away from you.

PLAYING THE GAME

Normal Mode - The adventure begins in the first of six stages at Diamond City. Either one or two players search for power-up items as they blast out the monsters and robots left behind by Dr. Mukk. There is usually at least one special item to be found in each new area that you conquer. Avoid the blast from your partner as you make your way through each level. It helps to share uncovered items so that one Bomberman does not overpower the other one. If one player runs out of lives, he can use one of his partners' lives to recharge. When both players exhaust the amount of lives, the game is over and a password appears. Jot down the password for future use.

The game is completed when you defeat Mr. Karat and Dr. Mukk at the 48th stage (Level 6-8). You'll need to use all of your Bomberman skills in order to save Diamond City from those wicked characters.

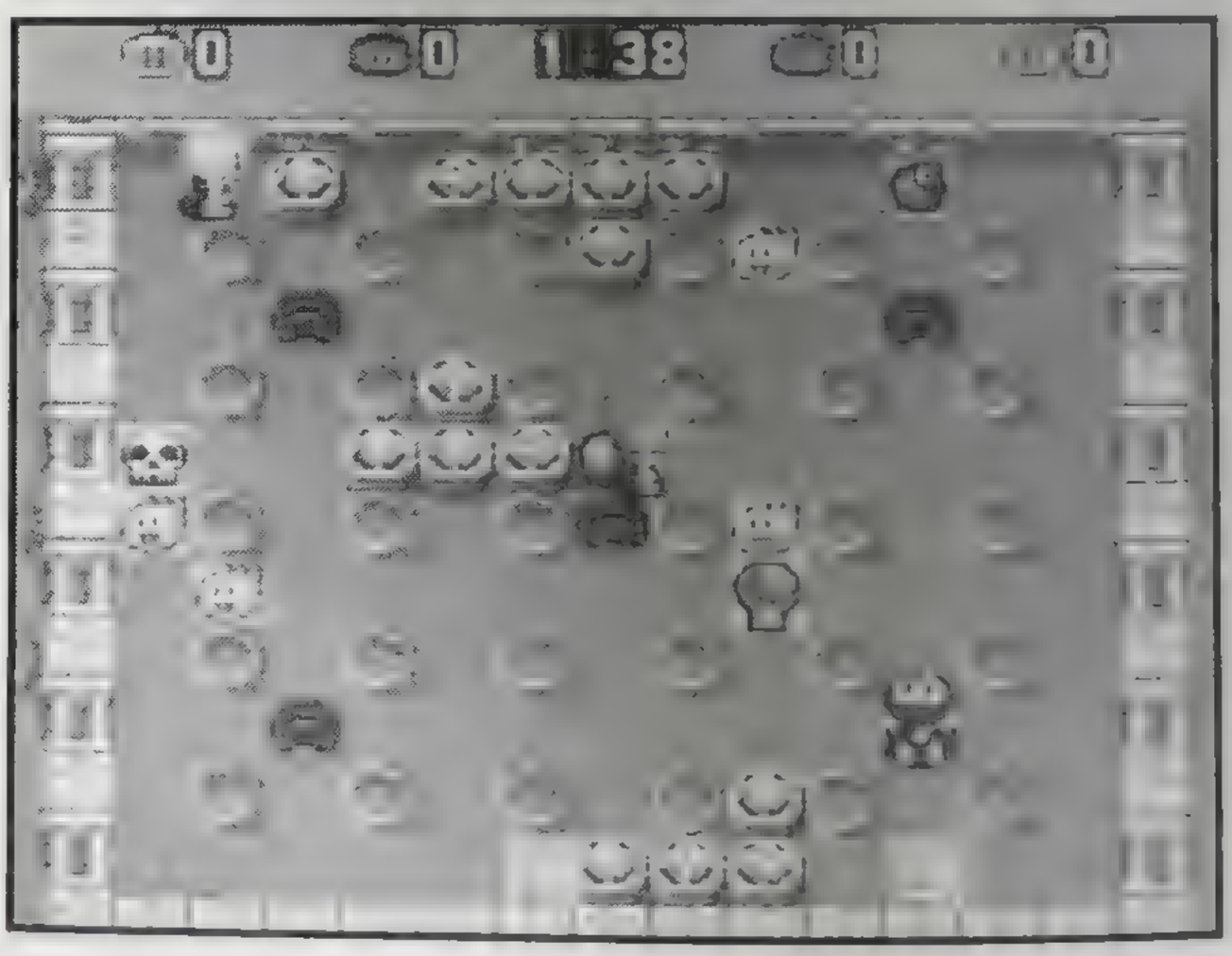


PLAYING THE GAME cont.

Battle Mode - This is where you find out exactly who is the greatest Bomberman you know. Up to four people engage in the toughest game of hide-and-go-boom ever created. Lock yourself into one of twelve wild backgrounds and let the bombs fly! The one who wins the most games takes the match and is immortalized amongst the other players. Well, until the next game . . .

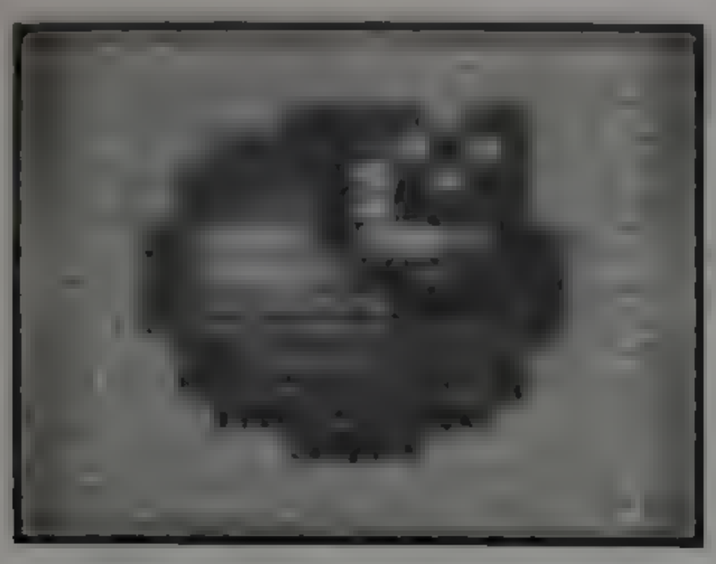
If you find that you are being aced out of the game before you can master the moves, you're probably playing against a 12 year old. Don't. They're too brutal on the newcomers. Practice in the Normal Mode or against one computer enemy and turn the other two players "off." Once you figure out the timing of the bomb's explosions, the handling of the Bombermen at certain speeds and just what the boxing glove is good for, invite Junior back in the room and introduce him to humility. Not only will it make you feel better, but it will remind him that homework is definitely easier to handle than a well-trained Bomberman.

The game dynamics are simple to learn. Drop a bomb, run like all get out. The strategy comes in the timing and use of the special items. This brings us to our next section.

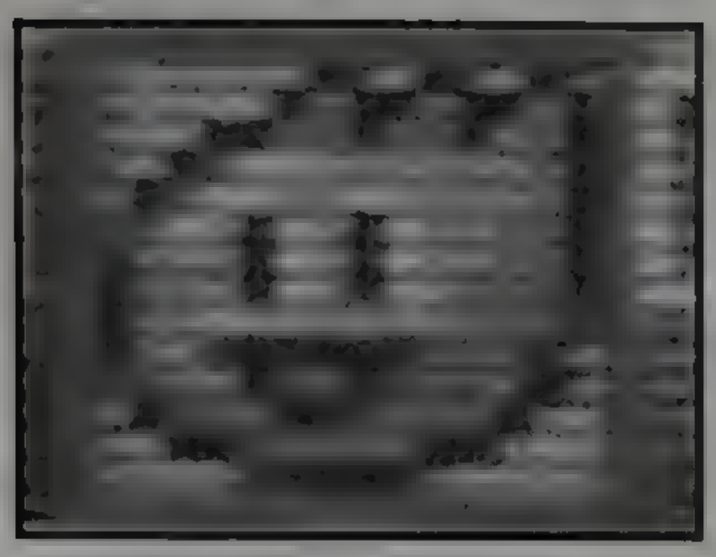


SPECIAL ITEMS

Or, how to get the most bang for your buck. A few well used items makes all the difference between just a good game and a phenomenal experience that must be truly shared to be enjoyed. Luckily, we've included a modest description of most of the thingies you'll find strewn across the playing fields at infrequent intervals. They are:



Plain Bomb: Adds one more bomb to your arsenal of weapons. You max out at 10 bombs.

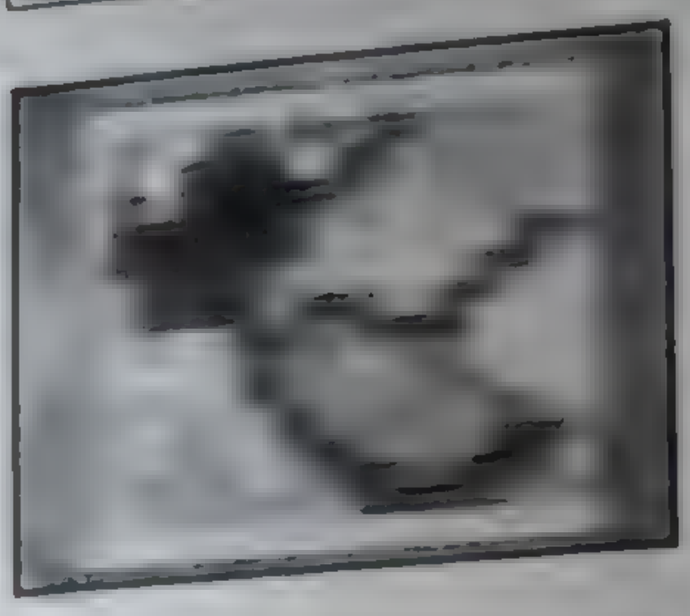


Plain Fireface: Adds a little more length to all of your bomb's explosions. These are cumulative (build upon each other). The more you collect, the bigger the blast.

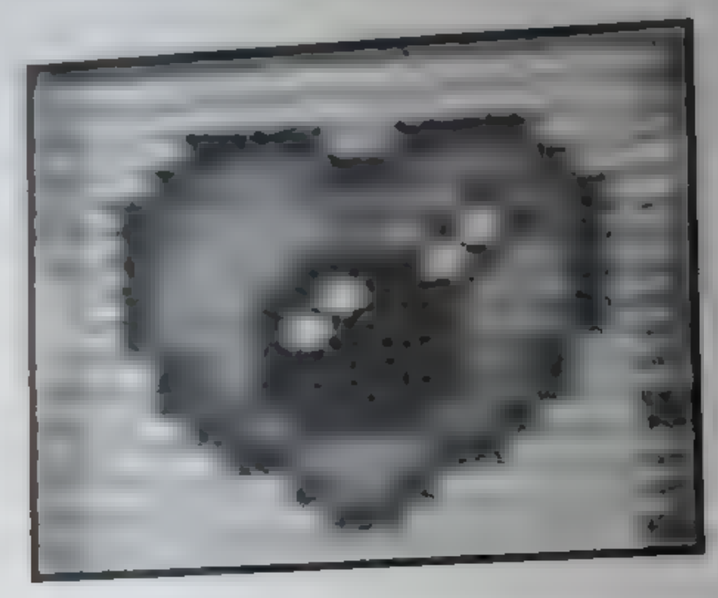
Roller Skate: Make you move faster. Also cumulative.

Boxing Glove: You'll love this one, trust me. After you collect this item you can "punch" a bomb over any wall. Uh-huh, ANY wall. Use this on bombs that trap you into a dead end and you'll have enough time to scoot out of the blast range. Press the **Y Button** just as you touch a bomb and away it goes. This one takes practice, but it's worth it!

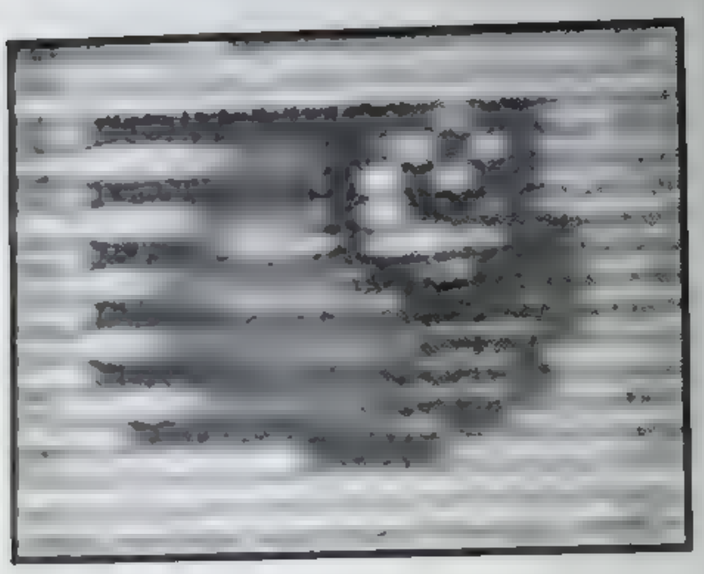
SPECIAL ITEMS cont.



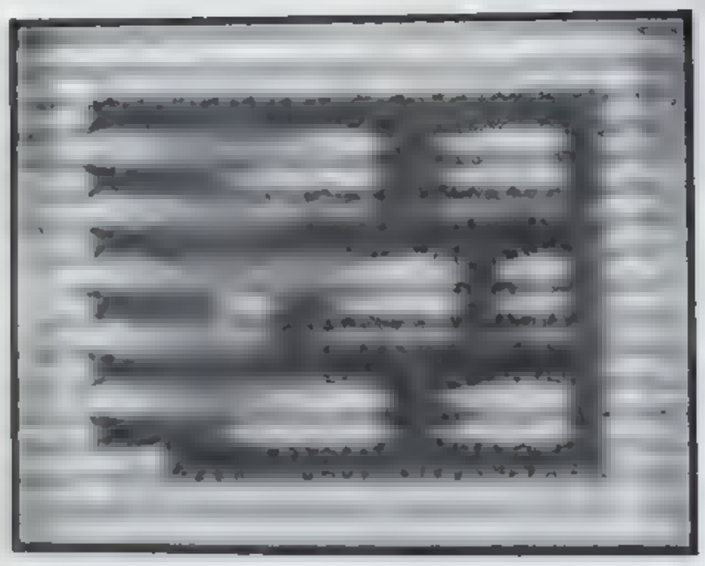
The Boot: Similar to the glove, but instead of pressing a button to activate it, you only need to walk right up to the bomb and keep walking towards it until you see it skim down the hallway. This only works if the bomb has somewhere to go; not if it's trapped in a dead end.



The Heart:This is a detonator for your bombs. You'll notice that the bombs you drop look different after you have collected one of the hearts. They also will not detonate until you press the **B Button**. This opens up a whole new dimension in strategic timing. Use this in conjunction with the kick or punch for devastating attacks!

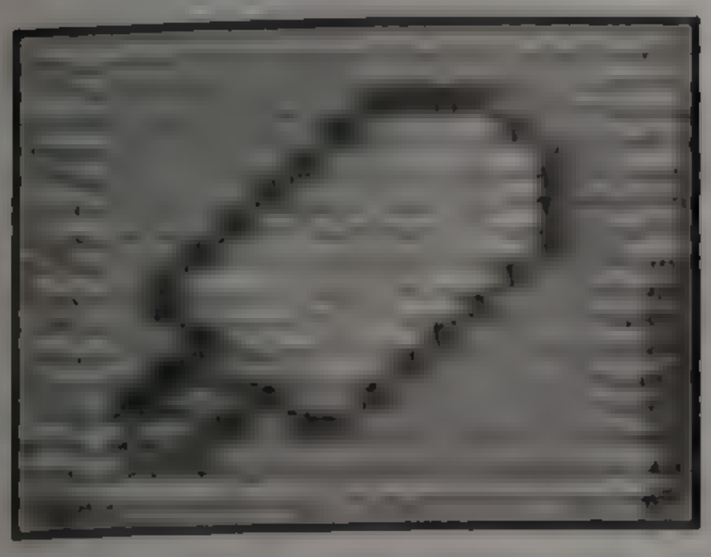


Bomb Pass:This goodie allows you to walk through bombs that have been set. Move quickly, they tend to go off at the worst times. If you have this item you cannot use the Kick item. (It's kinda hard to kick a bomb that you walk right through.) Out of the two of them, I'd take the Kick. But hey, that's just me.

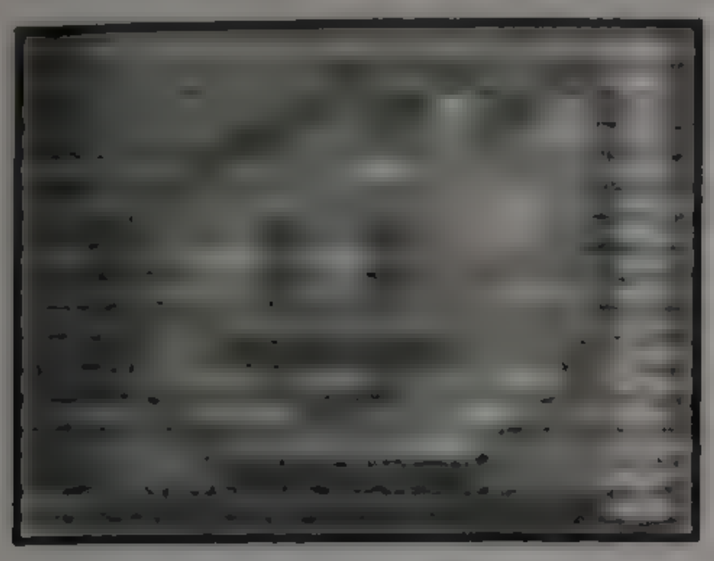


Wall Pass:This guy allows you to walk through walls. The kind of walls that are removed by your bombs, not the permanent walls that only go away when you turn off the game. Great for placing bombs near enemies that are pinned into small areas.

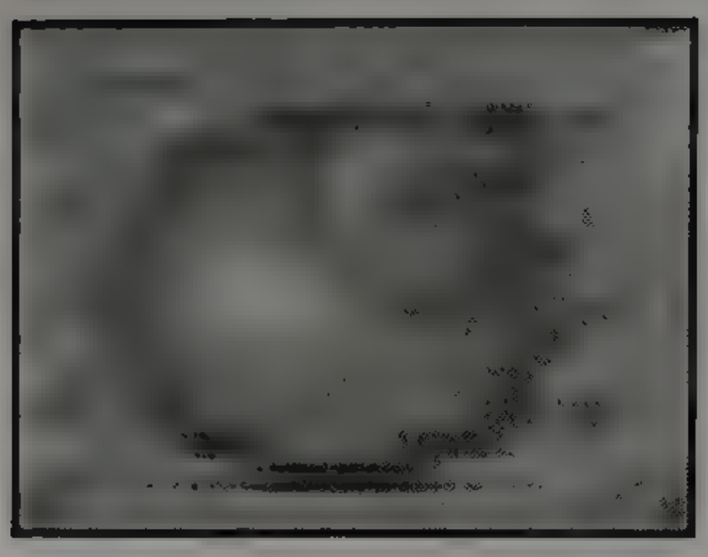
SPECIAL ITEMS cont.



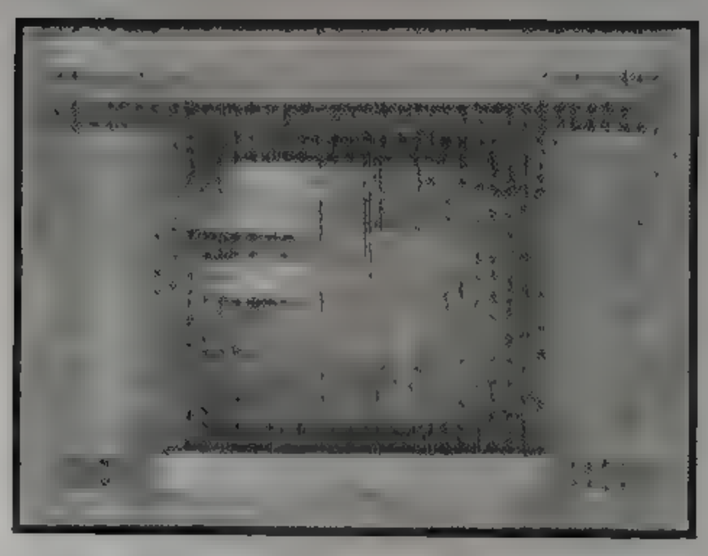
Food: Bonus points. Or special 1-ups (extra life). Or any combination of weird effects that comes from our programmers having far too much time to play with games instead of interacting with real people.



Solid Yellow Fireface: This one instantly maxes out the distance of your bomb's flame. Be careful using this in the Normal Mode. You might want to warn your "partner" that your bombs just got bigger. No warning is really necessary in the Battle Mode. They'll never know what hit 'em.

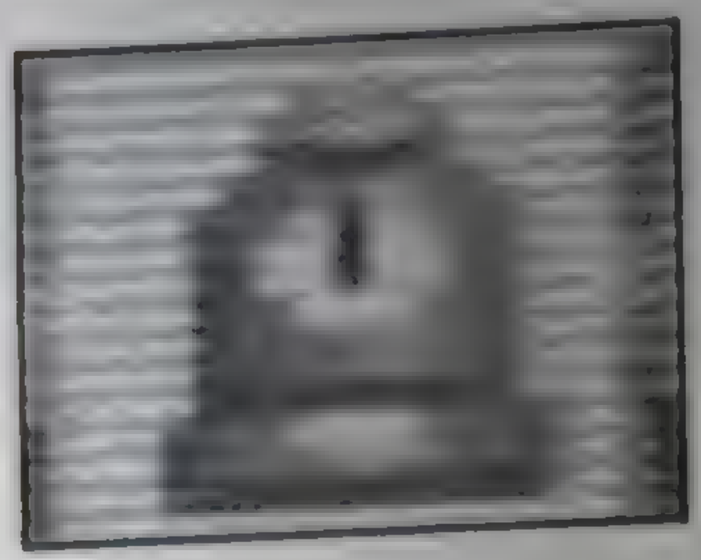


Red Bomb:These enable your flames to shoot through all combustible material in their range. This includes: your Bomberman, other Bombermen, non-permanent walls, exposed special items and the gateway.



The Gateway:This is the exit from each level in the Normal Mode. **DON'T LET YOUR BOMB'S FLAME HIT THIS - YOU'LL ONLY MAKE IT MAD!** When this happens, it lets out more monsters or robots. This is not only avoidable, but most annoying. It could waste the last few seconds of time you have to finish the round. You can enter the gateway only after all enemies have been eliminated.

SPECIAL ITEMS cont.



The Clock: Adds time to your time bar in the Normal Mode. If time runs out, you lose a Bomberman. When you lose a Bomberman you also lose most of the really cool items you've worked so hard to collect.

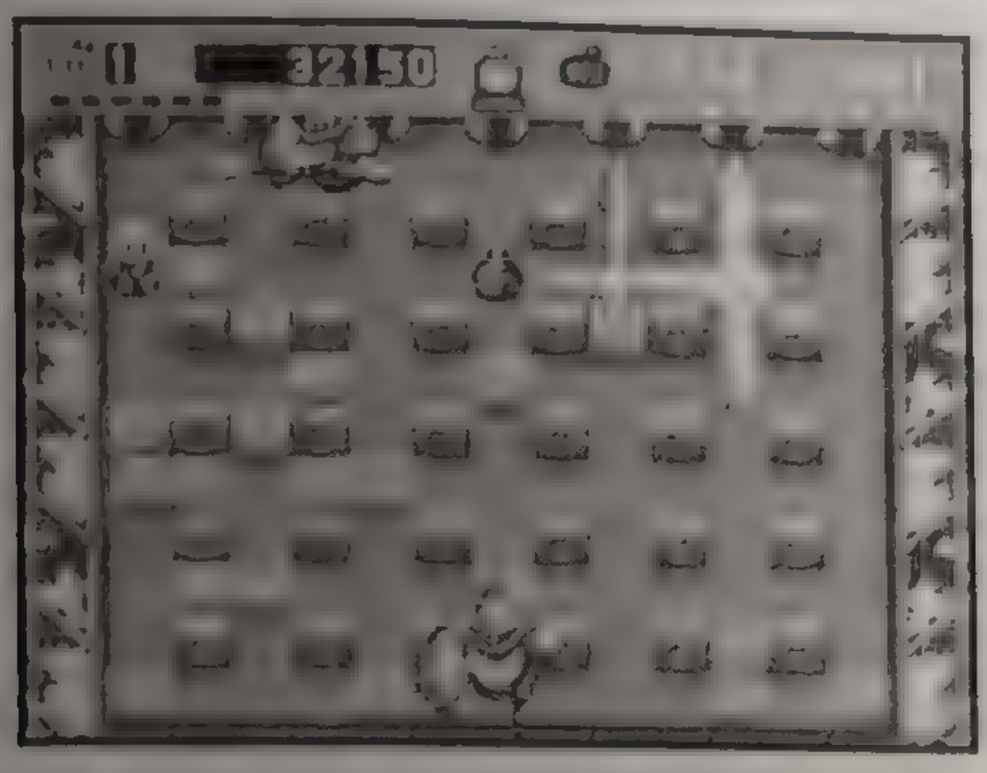
Skull: **Warning - Danger - Warning**!
These items are poison. Literally. Walk into one of these and you are going to see one of many strange things happen to your Bomberman. They are only temporary effects, but they usually last long enough for the other players to A.) notice and B.) get you. The good news is that they are contagious. Touch another Bomberman while you have been infected and they get it too. If you know an opponent has been poisoned, do what you can to avoid him. Poison effects include: massive slow-down, massive speed-up, invisibility, and other nasty side effects.

There are other items that appear randomly on the screen. These will increase your point total and/or grant you more lives.

SPECIAL NOTE: You may wish to stay in a stage after you have cleared it of monsters to uncover extra items.

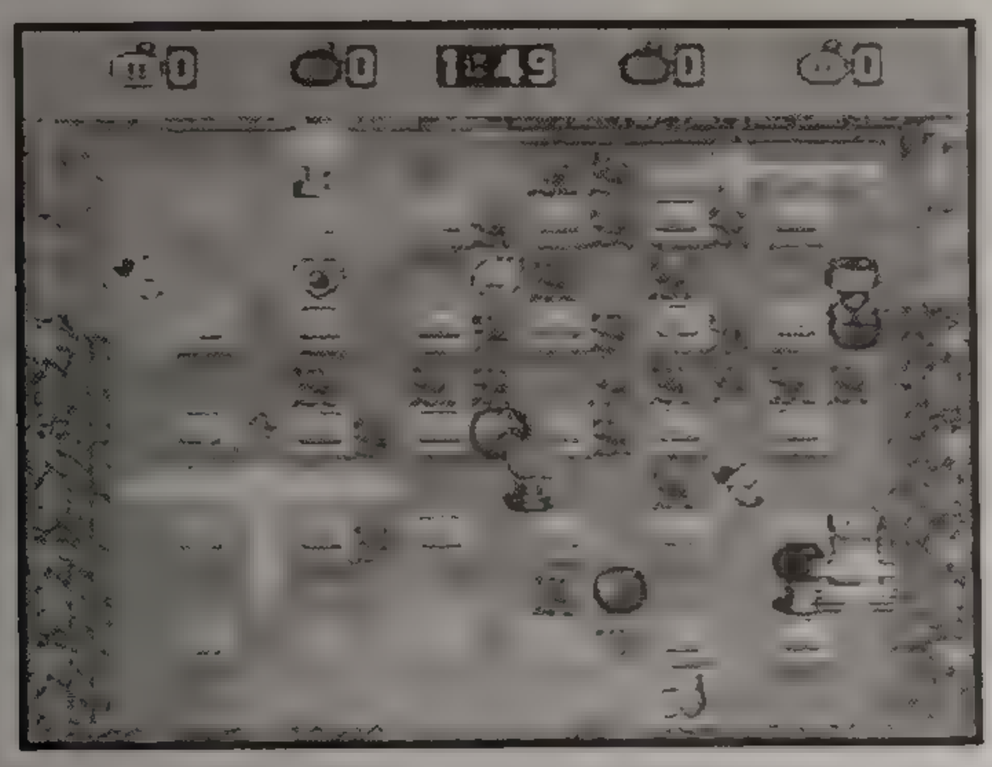
SCREEN LAYOUTS

Normal Mode



The icons at the top of the screen indicate the number of lives left, the score and the amount of time left to complete the stage. The clock in the center will give off a warning ring when you are about to run out of time. Keep an eye out for the time bar (little white dashes that slowly disappear), so you have an idea of the time remaining.

Battle Mode



The icons at the top of the screen indicate the number of wins for each character and the time remaining for the round. When a player is eliminated, their face at the top of the screen looks down. The last Bomberman to stay in the round "glows" and all bombs are deactivated. If the Bombermen are eliminated simultaneously, then the game is a draw and you begin again.

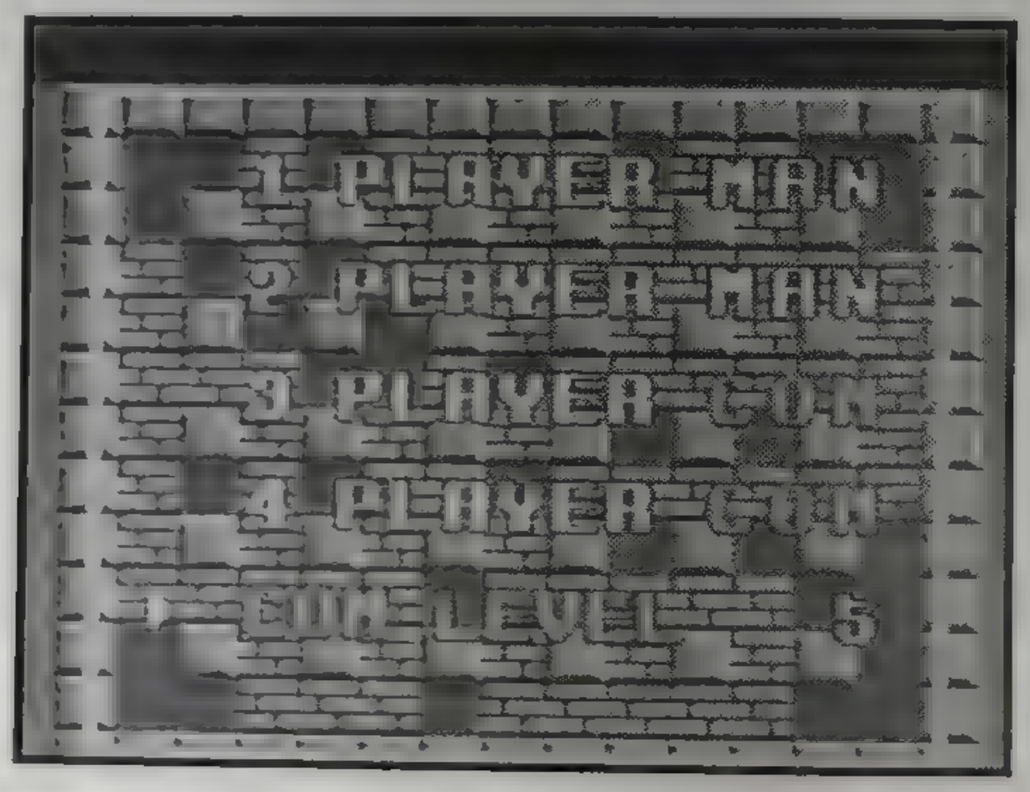
BATTLE MODE SET UP

When you select the Battle Mode from the title page, the game automatically reads the number of Controllers that are properly inserted in the Super NES and/or Super Multitap. You can tell if all four Controllers are plugged in because the first screen you see has all four players registering MAN. If you only have two Controllers plugged in, the screen registers two players as MAN and two players as COM (Computer opponents). The maximum number of players for Super Bomberman is four

Press **Up** or **Down** on the control pad of Controller #1 to set the player selections. Press **Left** or **Right** on the Control Pad to implement the changes. The choices are: MAN for a human opponent, COM for a computer opponent and OFF for no opponent.

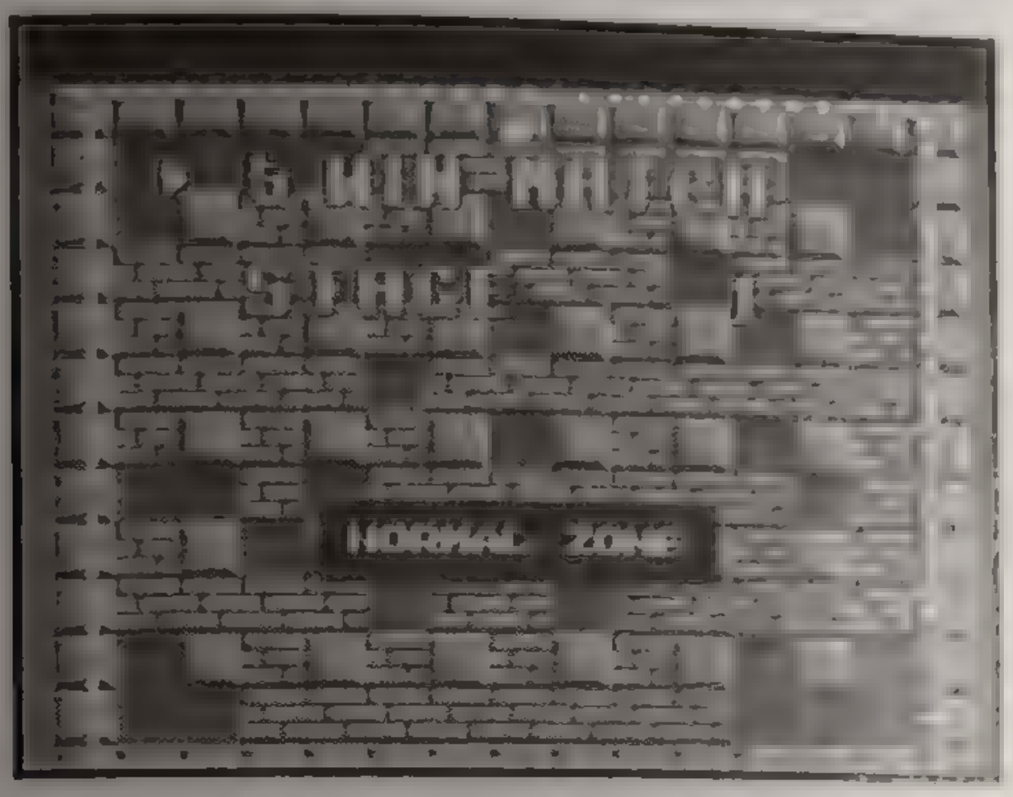
SPECIAL NOTE: A good way to practice is to turn off two Bombermen and play against one computer opponent.

At the bottom of the screen is the option for COM LEVEL. This lets you choose the level of difficulty for the Computer Bombermen. The higher the number in this column, the tougher they get.



BATTLE MODE SET UP cont.

Press **Down** on the Control Pad after setting the Com Level to go to the next set up screen. The next choice for you is how many wins will take a match. Pick from one to five wins for a player to become the champion of the match.



After selecting the number of wins, you have one more choice before beginning the game - the Stage Select. Choose from 12 different backgrounds as the stage for your competition. Each stage has its own particular style and game tactics. The stages are:

1. **NORMAL** The original Bomberman background known worldwide.

2. **WESTERN** You are set closer to your opponents at the beginning of this stage. Look out for poison skulls.

3. **BOMB ZONE** Bombs rain on the playing field from above. Try not to stand near a dead end or it just may become one.

4. **JUMP ZONE** Trampolines are set in the floor of this stage. Step on one to launch randomly into the air.

5. **BELT ZONE** Conveyor belts will slow you down if you walk the "wrong way" on them. They will also carry a bomb down their length until it detonates.

BATTLE MODE SET UP cont.

6. **TUNNEL ZONE** Various tubes are scattered across the playing field.

7. **DUEL ZONE** Everyone is in the center of this stage at the beginning. Blast your way to the exterior to pick up an instant arsenal of special items. The first one to reach the items usually becomes the deadliest Bomberman.

8. **FLOWER ZONE** Wandering Bulldozers move bombs down the stage in order to upset the game strategy.

9. **LIGHT ZONE** Two spotlights illuminate the playing field. Lots of places to hide . . .

10. **POWER ZONE** All Bombermen are set at full power. Look out!

11. **WARP ZONE** Warp holes randomly transport you from one hole to another. Be careful, bombs can be placed so they detonate as you appear from the warp hole.

12. **SPEED ZONE** All Bombermen travel at top speed (like the poison effect).

FUN STRATEGIES

If you are playing a 5-win match and one of the players has four wins, team up and nuke him. This may insure that you live long enough to catch up and it will definitely upset the leader. If he (or she) claims that this is cheating, point out this paragraph in the manual. We hate cry-babies too.

In the Battle Mode, once someone has been eliminated, all of the special items that he has collected instantly appear in random locations on the playing field. We felt that this was a good way to exercise eye-hand coordination and build motor skills.

In the Normal Mode, as long as your partner has a life, you can keep playing. Every now and then your status will change from Game Over to Press Start. This means your partner has earned another life. Honor their talent by using this resource to re-enter the game. If they whine profusely, tell them this is a legitimate move.

When in doubt, have fun. Remember, this game brings out the competitor in all of us. Thanks for reading this manual.

PASSWORDS FOR NORMAL MODE

PASSWORDS FOR NORMAL MODE

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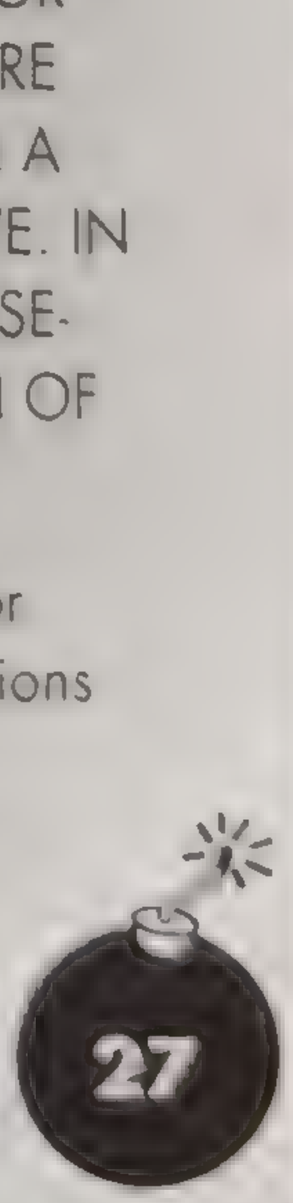

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BEAUTY AND THE BEAST

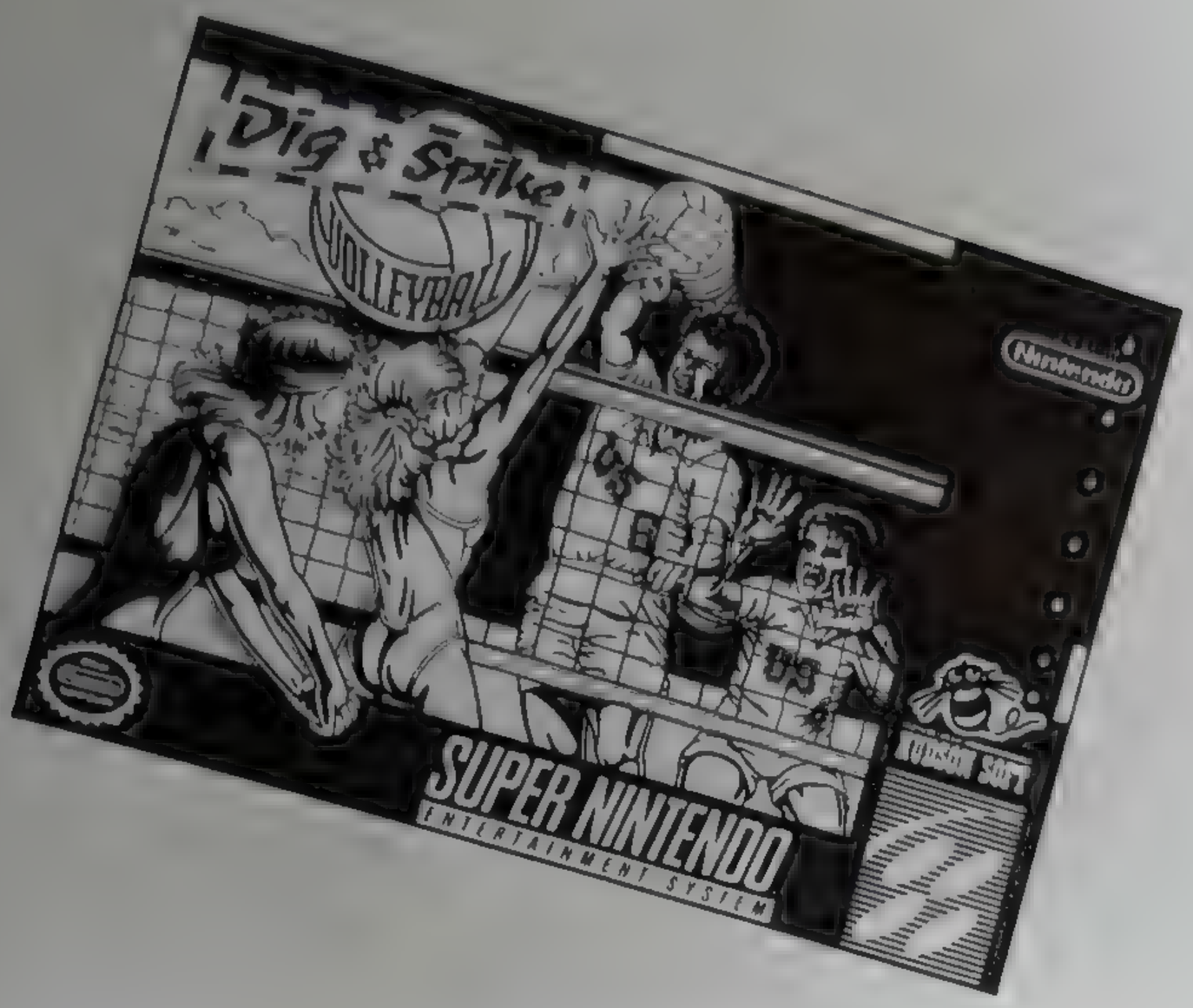
Be Our Guest!

Be our guest and return to all the wonder and enchantment in Disney's Beauty And The Beast from Hudson Soft for the Super NES and NES. Lumiere, Cogsworth, Mrs. Potts, Chip, and other lovable characters join the Beast to save Belle from the clutches of the sinister Gastron. Time is running out! Break the curse by rescuing Belle before the last rose petal falls, or be doomed to stay "the Beast" forever!

- Based on Disney's Academy Award Winning film.
- Long awaited title with proven market appeal.

DIG AND SPIKE VOLLEYBALL

Just Go For It!

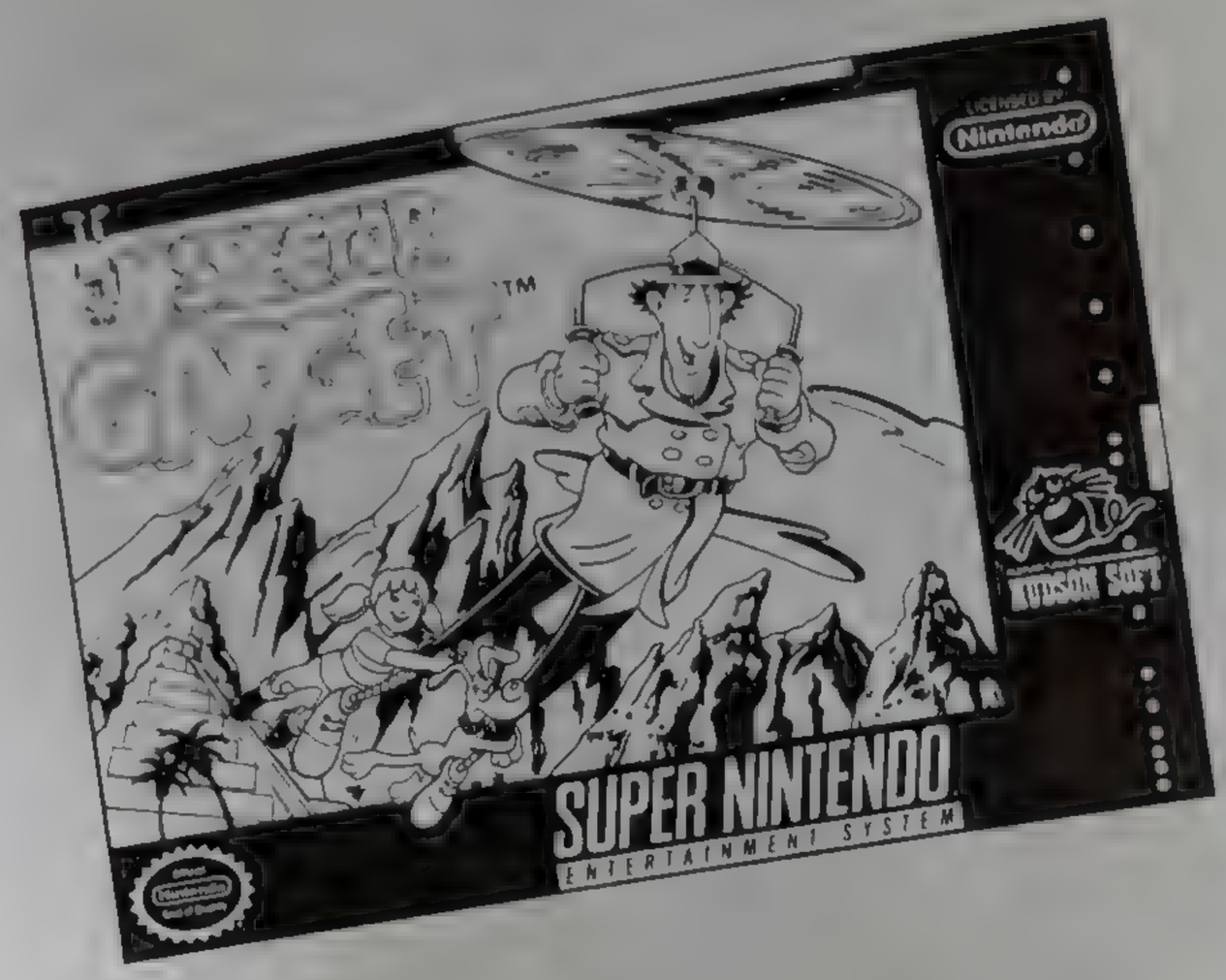


Dive for the save, set for the spike, and deliver a scorching slam into the opponent's court for the point. Beach volleyball has never been this intense. Play the computer in a two-on-two match or challenge a friend to a fierce game in the sand. After the sun sets, take the game indoors and match your skills against teams from around the world. Using a wide array of serves, saves, and spikes, pound the ball into the court for the point and victory!

- Choose between Beach or Tournament mode.
- Wide selection of formations and spikes.
- Premier volleyball game for the Super NES.

INSPECTOR GADGET

The Long Arm of the Law

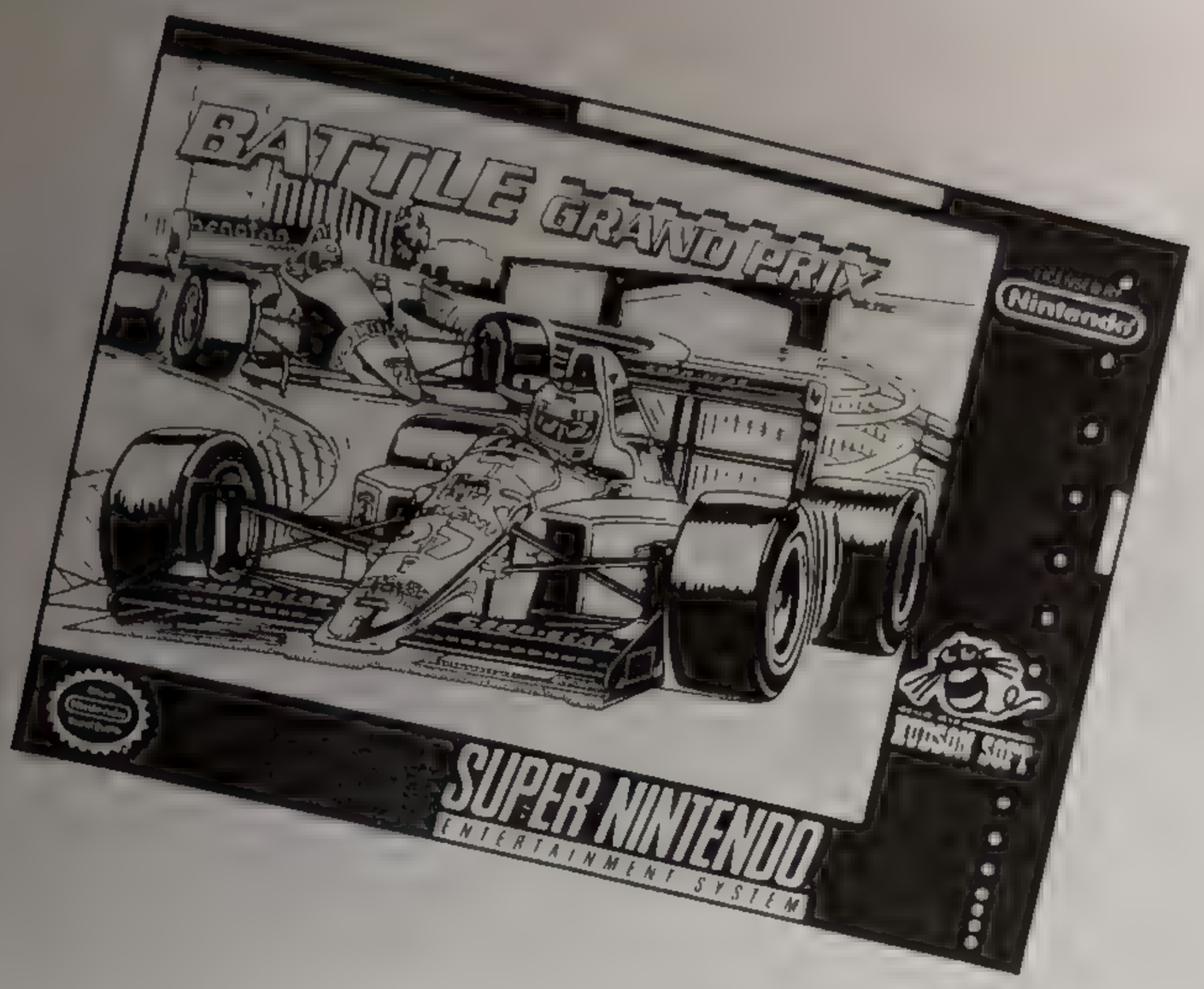


"Go Go Gadget Arms!" Inspector Gadget must capture the vile Dr. Claw and rescue Penny from the clutches of his evil M.A.D. minions. Help Gadget master his many bionic devices to defeat the sinister agents sent to stop him. Collect clues and travel to exotic lands to finally confront Dr. Claw in a space shuttle showdown. But be careful, Dr. Claw has a few nasty tricks up his sleeve!

- Appeals to wide range of ages and both boys and girls.

BATTLE GRAND PRIX

This Game Will Start Your Engines!



Put on your helmet and get set for the toughest Grand Prix circuit ever! In Battle Grand Prix, your challenge is to custom build the hottest racing team in history and come home with the checkered flag! You make the calls! Choose which engine, transmission and tires to use. Who is your best driver? Which corporate sponsor will provide the best equipment and pit crew? Tough decisions with a multiple of possibilities! Over 100 drivers, teams and cars to choose from. Find the ultimate combination and muscle your car to the winner's circle!

- Three modes of play with four different circuits to choose from!
- Twin Battle Screen™ offers 2-Player simultaneous racing action!
- Slot Car mode lets the computer steer while you master the speed!

SUPER ADVENTURE ISLAND

The Master of Adventure!

Master Higgins is back in his wildest and greatest adventure of all! He leaps into action to defeat an army of guardian animals and monsters that protect the evil wizard, Dark Cloak! Join Master Higgins as he reaches new heights of excitement on his high flying skateboard. Speed through underground caves in a crazy mine car ride! Go from dangerous tropical shores to the belly of a whale - all in search of his final battle with the wicked sorcerer.

- Secret Bonus Rounds restore power and award points to our high jumping hero!
- Terrible traps and gigantic villians await your next move!

FELIX THE CAT

Use Your Imagination!

Join the "World's Most Famous Cat" as he sets off on a globetrotting mission to rescue his catnapped girlfriend, Kitty. The crafty Professor is up to his old tricks again! He wants to trade Kitty for Felix's incredible Magic Bag of Tricks. But the ever resourceful Felix uses the Magic Bag to invent dozens of items that'll help him stop the Professor and save his girl!

BUSTER BROS.

Get Poppin!

The Bubbles are coming! Grab your trusty gun and blast your way into excitement. Travel the globe in search of these elusive spheres and blow them away! From Japan to Africa, they're bouncing all over the place. Use your quick reflexes and your cool nerves to rid the planet of the red menace.

ADVENTURE ISLAND 3/2

A Wave of Success!

The most popular series by Hudson Soft USA has two new additions! Master Higgins takes off in Adventure Island 3 for the NES and Adventure Island 2 for Game Boy. Join him as he sets off to rescue his girlfriend Jeannie Jungle from out-of-this-world aliens!

The largest and most spectacular "Island" yet is filled with incredible graphics, amazing music and challenges galore! Dozens of secret Bonus Zones and hidden items will thrill players of all ages! Come back to the Island for a tidal wave of sensational fun!

- Plenty of action and adventure as Master Higgins rides skateboards, surfboards and a host of Dinosaur friends!

BONK'S ADVENTURE

Use Your Head!

You're an awesome cave-dude, and you must save the Moon Princess from the totally evil, King Drool! Since you have no weapons, you have to use your head...literally! "Bonk" vicious dinosaurs, strange creatures, and even prehistoric plants! Master flying head spins, ground shaking pile drivers, and eat meat to transform into a radical carnivore. Defeat King Drool and become the first hero in history!

MILON'S SECRET CASTLE

Defy The Demon Warlord!

Explore the mysterious Secret Castle in a non-stop search for adventure! The peaceful realm has been conquered by an evil Warlord and now it's up to Milon to free the land. Use special magic items in dozens of mazes and hidden rooms to battle monsters and demon warriors.

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